

ABSTRACT

An electronic board game tests the players' knowledge of certain subject matter, such as religion. The players move their game pieces along a path and answer multiple-choice questions each turn, heading for a finish line. Points are awarded based on the speed with which the players answer the questions, the difficulty level of the questions, the player's age, or a combination of these. At the end of the game, an award certificate can be generated for the winner. The certificate can be used to enter a contest sponsored by an organization, with the ultimate winner being awarded a prize.